CLAIMS

What is claimed is:

5   1. A method for playing a card game comprising:

(a)   providing a custom set of cards that has an even distribution of the following
cards:

10   (i)   a Rock Card having an image representing a symbol for rock;
(ii)   a Scissors Card having an image representing a symbol for scissors;
(iii)   and a Paper Card having an image representing a symbol for scissors;

(b)   providing a layout with an area for the cards to be placed as they are dealt to
15   the players and dealer; with additional areas for the ante and placing bets;

(c)   a player making an ante wager to play the game;

(d)   the player can also wager on each card;
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(e)   a dealer dealing at least one card to each player and to himself;

(f)   a Rock Card wins against a Paper Card;

25   (g)   a Paper Card wins against a Rock Card;

(h)   a Scissors Card wins against a Paper Card.

30   2. The method of claim 1 wherein the player's cards are dealt face down and can be
arranged before the dealers cards come out.

3. The method of claim 1 wherein the player's cards can be dealt face up.

4. The method of claim 1 wherein the wager on each card is paid as follows:

(a)   a win is paid even money;

5   (b)   a loss is collected;

(c)   a tie has no effect on the wager.

5. The method of claim 1 wherein each player gets 3 cards and the ante bet is paid as

10   follows:

(a)   2 out of 3 wins against the dealer's cards pays 2:1;

(b)   3 out of 3 wins against the dealer's cards pays 5:1;

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(c)   3 out of 3 wins, while using the same card pays 10:1;

(d)   the ante is collected when the player has less than 2 wins.

20   6. The method of claim 1 wherein any number of cards can be dealt to each player.

7. The method of claim 1 wherein each card bet must be less than or equal to the

ante.

25   8. The method of claim 1 wherein the game is represented electronically.

9. The method of claim 1 wherein the players cards are not random, but chosen by

the player.

30   10. The method of claim 1 wherein a die is used in place of the card.

11. The method of claim 1 wherein 3 cards are dealt to each player and 3 cards are

dealt to the dealer.